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Subject: Re: Swimming script

Posted by [reborn](#) on Mon, 12 Jan 2009 16:05:28 GMT

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Strangely enough I noticed that the toggle was missing it's sister function `set_fly_mod` too, just yesterday.

I didn't want to toggle either, so I set mine up like this:

```
bool flying;
flying = Get_Fly_Mode(obj);
if(!flying){
    Toggle_Fly_Mode(obj);
}
```

The current API actually suggests in a comment on the `Get_Fly_Mode` function that `Set_Fly_Mode` exists, but I guess it was forgotten.

I hope this info help you.

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